

Steven Mathew

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GitHub: [steven-mathew](https://github.com/steven-mathew)

👋 Hi, I'm a budding Computer Scientist from Canada interested in building meaningful connections.

SKILLS

Languages | Java, Python, C++, JavaScript

Web | HTML5, CSS3, Firebase

PROJECTS

eden | Programming Language (unreleased)

2018 - present

- A simple, light-weight programming language based in Python
- General-purpose language designed to be as close to pseudo-code as possible

Competitive Programming | github.com/steven-mathew/contest-problems

2018 - present

- Repository containing all my competitive programming solutions to Don Mills Online Judge (DM::OJ) or Codeforces problems

Othello/Reversi with A.I. | github.com/steven-mathew/Othello-JavaFX

Jan 2019

- Java application that uses Minimax and Alpha-Beta Pruning to create artificial intelligence to play Othello. The heuristic function calculates the utility value of a board position by assigning different weights to the corners-captured on any given board configuration.

Spatio | github.com/steven-mathew/Spatio-HTN-submission

Sep 2018

- A mixed-reality (AR and VR) spatial training app for patients with cognitive disorders.

AWARDS

Canadian Computing Competition 2018 | Top **25%** of **3017** contestants

HackerRank's ProjectEuler+ Contest | Ranked **512** out of **97357**

Computer Science Award (Gr. 10 & 11) | St. Edmund Campion SS

DM::OJ Competitive Online Judge Top 200 | dmoj.ca/user/indra

EDUCATION

St. Edmund Campion Secondary School *Class of 2019*

Enrolled in AP Program

Multiple time recipient of Honor Roll